

Agile Roadmap Gate

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Product Vision

Purpose for Creating the Product

The product aligns with the teams passion for gaming, and provides us with valuable experience in creating a product with a real world application.

Target Group

The target group consists of customers who manage Internet cafes and need a solution to manage non-PC gaming consoles, and users who are the clientele of those Internet cafes.

Problem solved by the Product

Currently, in order for clientele to use non-PC consoles, they must inform a staff member who will unlock power to the console and begin a timer. The staff must vocally inform the client of remaining time, and lock power to the console after the timer. This additional creates inconsistencies in the recording of time, resulting in a worse experience for the customer and more work for the staff member (having to resolve conflicts, refund time, etc).

Product description, uniqueness, feasibility

We seek to provide a system that will allow the client to begin their session on a non-PC device independently, with minimal interference from staff members. This solution should provide escalating notifications of their remaining time, and allow them to extend or end their session on their own terms. This will free up staff for other duties.

Our system will interface with the existing system to allow clients to seamlessly switch between PCs and non-PCs with the same existing login and payment systems.

Business Benefits

Since our solution will be less abrupt than the existing solution of cutting power to the console, this gives the customer agency in when to end the session. The customer can add small increments of time to allow them to finish up their game, resulting in more revenue for the owner and a more positive experience for the customer. These improvements will result in a more efficient turn-around time between customers, and a more positive experience for both parties: customers end their session willingly, and there is reduced work required from the staff.

Feature Roadmap

NOW

Communicating with a Power Switch, Powering ON/OFF from web application

Implement Backend Server functional with Web App.

Server Keeping track of time for target machines

THEN

User Authentication in Web Application

User is able to select a gaming station through the Web App

API Integration with Opus Admin Software

Timer Controlled Power off

Admin can control individual machines

LATER

Game Time Requests from Web app

Mobile Notifications from our software to user

Hardware Timer Notifications

Implement interface which provides operation status of each machine.

Versions	Web App features	Backend/server features	Hardware features
Backbone/Concept	<ul style="list-style-type: none"> • User is able to access the website • User is able to select the machine they are using • User is able to input times 	<ul style="list-style-type: none"> • Able to receive data from the Web app • Able to use the data in backend scripts • Able to keep track of time • Able to communicate with gaming cafe admin software 	<ul style="list-style-type: none"> • Able to connect to smart switches • Able to turn off a given switch automatically after a given time
Release version 1 Nov 3	<ul style="list-style-type: none"> • What will the web interface look like to the admin? • What will the interface look like to the customer? • Design a UI/GUI • Software Architecture, Design Pattern, COTS 	<ul style="list-style-type: none"> • What inputs will the backend receive? • What scripts will be running on the backend? • How will the scripts keep track of time? • How will we interact with the gaming cafe existing softwares? 	<ul style="list-style-type: none"> • How will the device connect to the smart switches? • How can we switch off the smart switches given their ID?
Release version 2.0 Dec MVP	<ul style="list-style-type: none"> • Specify time for a switch 	<ul style="list-style-type: none"> • Server is setup • Backend receives the data for which machine and the time • Begins to keep track and start counting down the time for given 	<ul style="list-style-type: none"> • The device is able to connect to smart switch and turn them off

		machine	
Release version 3.0 ALPHA	<ul style="list-style-type: none"> • Pull the user information • Authenticate user 	<ul style="list-style-type: none"> • Api for communication with gaming cafe admin software 	<ul style="list-style-type: none"> • The device will automatically shuts off the machine after the time has run out through the smart switch
Version 4.0 BETA	<ul style="list-style-type: none"> • The customer can select a machine and we check their time • The user receives a notification 15 and 5 min before his time is up 	<ul style="list-style-type: none"> • Admin can request to turn off individual machines from are server 	<ul style="list-style-type: none"> • Machine turn off given admin request through smart switch
Version 5.0 FINAL PRODUCT	<ul style="list-style-type: none"> • The customer can request more time to be added 	<ul style="list-style-type: none"> • If time is added to the initial time and time is added is authenticated by the admin, then page the backend timer is updated 	<ul style="list-style-type: none"> • Add hardware notifications

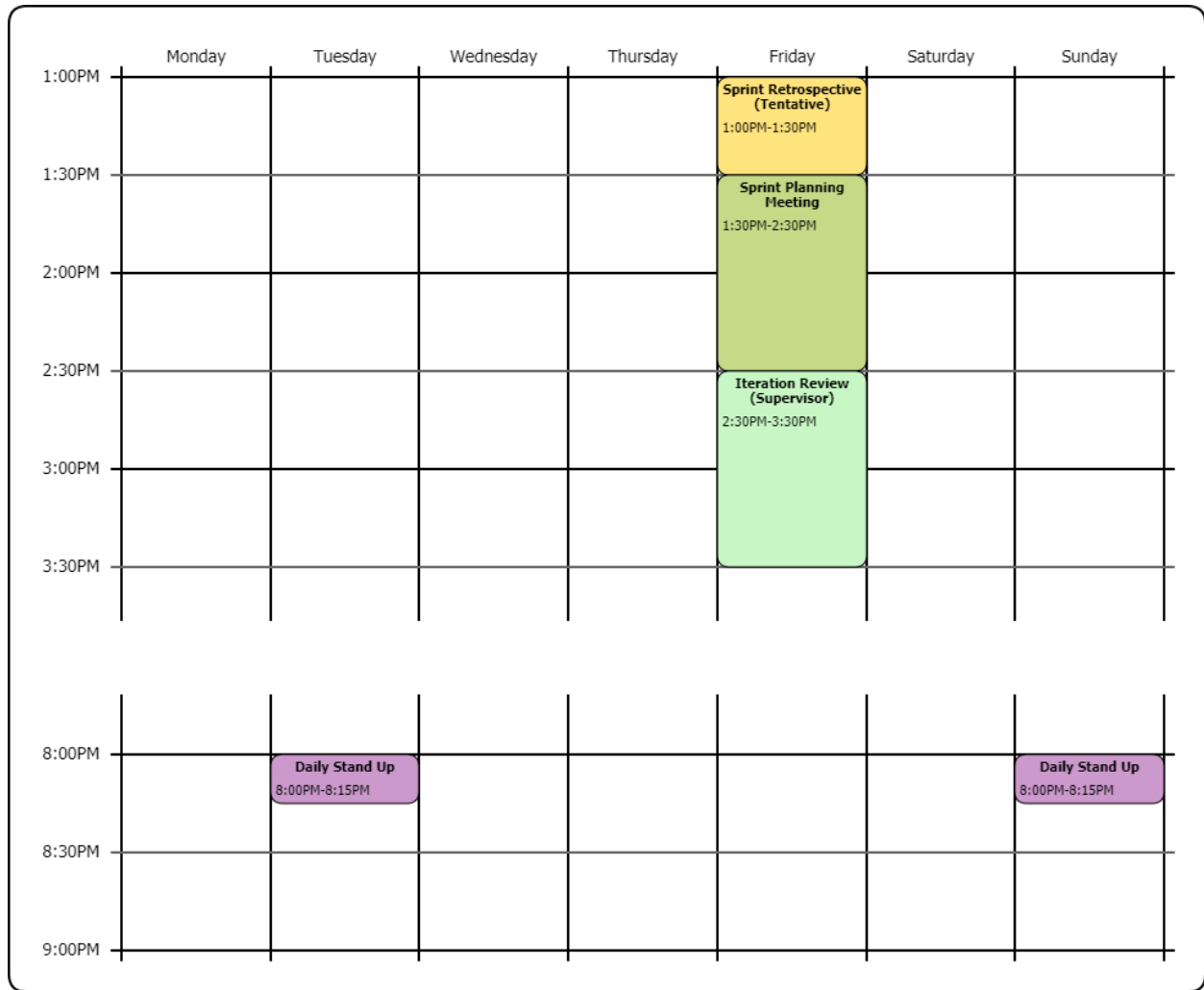
Release Planning

		VERSION (RELEASE ROADMAP)			
		MVP	ALPHA	BETA	FINAL
TEAM (RELEASE ROADMAP)	FRONT END	<div>User can power ON/OFF a switch from the web-app</div>	<div>User Authentication</div> <div>User can select a machine</div>		<div>Game Time Requests from Web App</div>
	BACK END		<div>Automatic Timer Controlled Poweroff</div>	<div>Admin Control APIs for Opus</div>	<div>Console/Arcade Operation Status Report</div>
	HARDWARE	<div>Raspberry Pi & Power Switch Networking Setup</div>			<div>Hardware Timer Notification</div>
		TEAM (RELEASE ROADMAP)			
		<div><div></div> Front End</div> <div><div></div> Back End</div> <div><div></div> Hardware</div>			

Agile Review

Schedule

Below is a schedule regarding several meetings throughout the week for our project.



Team Schedule

Role Rotation

Below is a simple list of the roles that will be rotated during the project. Each member will be rotating with the people in their list every sprint for that position. Descriptions give a general idea of what's expected to be done for that role. We have split the exact duty of each position to be able to accommodate the large number of people in the group and the desire to give everyone the chance to take a role often in the project.

Product Owner

You must make notes during supervisor/partner meetings and keep to make sure of their needs. It is your job to bring these things up in meetings with the team to make sure we are staying aligned with the customers needs as possible and prioritizing it

Scrum Master

Your job is to lead all the discussions during the week. You also should manage the backlog of tasks in the project board and plan off the sprints based off of it.

Meeting Note Taker

Your job is to take notes and log all important events in each meeting, other than the supervisor meeting (That's the product owners job)

Team Roles

Sprint Planning

To be able to manage our deadlines and finish work in a timely manner we will have a plan for how long we want to have our sprints as well as how much work should be done depending on the duration. Generally, we are planning to keep our sprints to be either 1 or 2 weeks long depending on the nature of what we are trying to deliver in that timeframe. In general, backlog tasks will be created throughout the project as we scope our requirements and discuss how we will be able to split things into workable tasks. Some tasks may be longer since sometimes the nature of the task doesn't make sense for it to be separated any further. We will be coming together as a group during our sprint planning meetings and collectively decide on the length of the sprint and if the tasks are properly distributed among members. We will have different priority levels (low, medium, high) on tasks so we can instantly have a good idea of what's more important to be completed. We will also have a level system where the estimated time of a task would be gauged through three levels (1, 2, 3). Normally, each person should be assigned 6 hours worth of work every week worth of tasks. The nature of the tasks will also be conveyed through different labels such as documentation, bug, submission and many more.

Medium	Medium Priority
Low	Low Priority
High	High Priority

Priority Levels

Level 3	Estimated Task Time : 8 Hours
Level 2	Estimated Task Time : 4 Hours
Level 1	Estimated Task Time : 2 Hours

Estimated Time Levels

Let's say the current goal of the group was to complete a certain document where a good amount of detail was required. We would probably place a 2 week sprint for the completion of this because each section would be better kept as a complete entity and done over a longer period rather than being split into increments. On the other hand, if we were working on our minimum viable product and had a lot of different checkpoints to reach, it would make much more sense to have 1 week sprints most of the time. This would allow us to break down our product components into achievable tasks that could be done over a short period of time and make sure we were getting work done.

During the sprint planning meeting, the scrum master will discuss with the team members and decide what the team would like to prioritize finishing in the upcoming sprint. More important tasks will take priority and through discussions may bring upon new tasks to be added to the backlog as well. From there, the length of the sprint and a set of tasks that the team as a whole should complete during the sprint will be decided on. Based on that, tasks will be assigned to each member while keeping in mind the estimated length of each task. Ideally, we would like to assign tasks based on members expertise in certain areas. However, if a member shows a lot of interest in taking on a task, we will take that into consideration as well. Sometimes tasks may not be completely allocated after assigning all members. In that case they will be put back into the backlog and evaluated for the next sprint with a higher priority. Tasks that generally require multiple people will be split into sub tasks with a more general task to remind the assignees that communication will be important for its completion due to possible dependencies.

Product Vision Review #5

Open

4 tasks

Tracked in #10

erick576 opened this issue yesterday · 0 comments



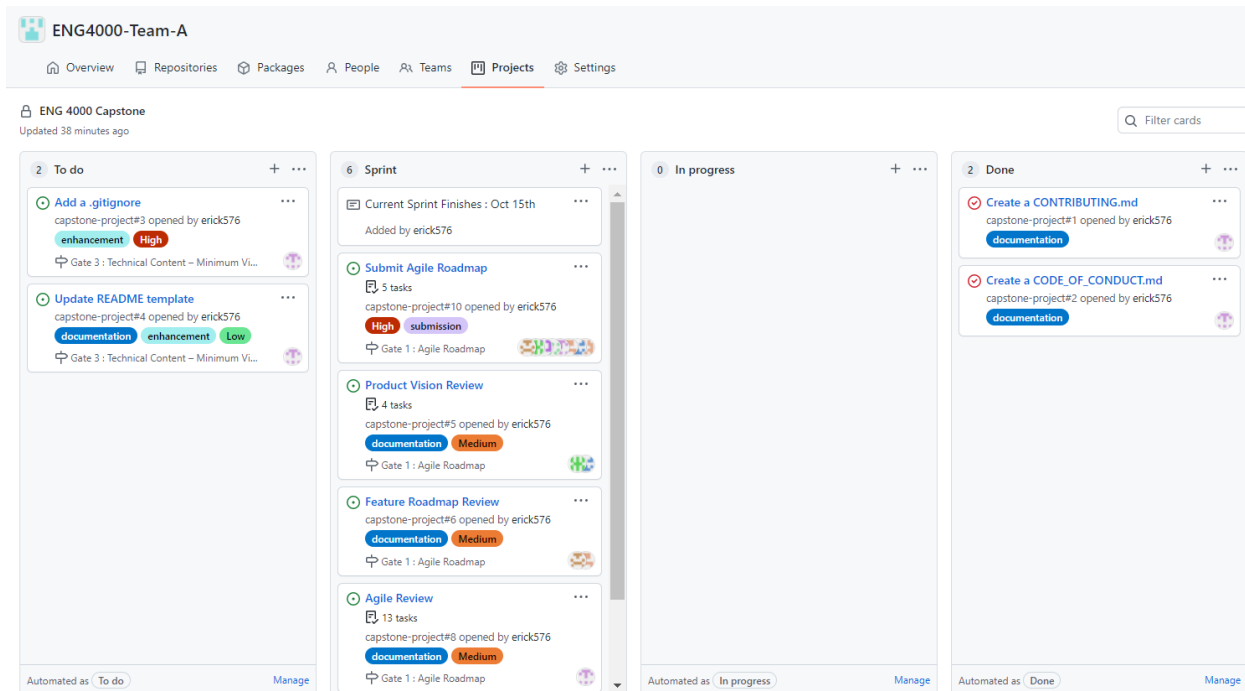
erick576 commented yesterday

Member

- Purpose for creating the product : How the project/product aligns with the team's purpose, interests, capabilities
 - ☐ **Target group** : For various target customers and/or users for the product/project, who are they and are they a subset of a larger societal segment
 - ☐ **Problem solved by product** : What is the group's articulation of the problem that the product/project will address
 - ☐ **Product description, uniqueness, feasibility** : What will the product/project do to address that problem (not how), and how does this differ from what any existing product/projects do? What suggests it will be possible to do this new thing?
 - ☐ **Product Societal benefits** : What are the broader benefits from such a product/project (multi-bottom-line)

Issue Sub-Tasks

Below you will be able to view our Kanban board where we split it into categories 'To Do', 'Sprint', 'In Progress' and 'Done'. The 'To Do' column will be for all our backlog tasks, the 'Sprint' column will be for all our current sprint tasks, the 'In Progress' column will be for all the current sprint tasks that are being worked on and the 'Done' column will be for all the task that we have completed so far.



Project Kanban Board

Daily Scrum Planning

We will be conducting our daily stand-up meetings twice a week. They will take place every Tuesday and Sunday from 8:00 pm and last about 15 minutes. We specifically placed the meetings on these dates because generally our new sprints will begin on Fridays. This means having a couple days for people to start working on their tasks between each of the meetings will give everyone plenty of things to talk about. Having them too close to each other wouldn't bring any new developments to the table.

The meeting will be led by the scrum master where each person will go in order discussing what they have been working on since the last stand-up meeting. They are also expected to bring up problems that they have encountered and if they have anything blocking any of the other teammates. This includes bringing up problems not pertaining to their task that they may have come across. The scrum master can also bring up any announcements that need to be addressed to the team and judge if any member is making enough progress to make the sprint deadline. After the meeting concludes any members that need to talk to each other for help can do so independently.

Sprint Review Plan

We will be holding this meeting at the end of every sprint which will usually be on Fridays at 1:00 pm for about 30 minutes. Here we will go through the Kanban Board and make sure that the completion of tasks during the sprint exactly matches what's represented on it. The scrum

master will then be leading the discussion on what was completed or not during the sprint. We will go into the specifics such as what areas weren't completed and who was responsible for them. Depending on how much of a task was left incomplete, a separate task may need to be made to cover the rest of the task for the next sprint. From there we would scope how much work was done during this sprint based on the estimated time to actual time taken and the priority of the tasks. The main goal of this meeting is to get a good idea of what we achieved during the sprint. After this meeting will lead right into the sprint retrospective.

Sprint Retrospective Plan

We will be holding this meeting right after the sprint review meeting for about 30 minutes. This will be used as an opportunity to see what the team can do to improve for the next sprint. Being led by the scrum master different questions will be posed to the team members and opinions will be shared regarding different topics. Some of these include what went well, things that didn't go well, possible improvements, and a plan for implementing those improvements for the next sprint. We will keep track of how we follow through these improvements and that throughout the project we bring upon better results from the sprint. This is the time for us to be reflective and speak our mind regarding how we feel it went. The scrum master should make sure everyone stays engaged in the discussion.